

# BOOK OF SPELLS

MIRANDA GOSHAWK





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# FOREWORD

I was born into a poor family, the last of nine sisters. When I was a youngster, there was no basic spellbook to give a beginner witch like myself the clear and simple instructions that would have made magic a much less mysterious process. I struggled to understand the complicated instructions in the old-fashioned textbooks I was given at school.

Back at home, I was at the mercy of my older sisters' mischievous attempts to give me the wrong incantation for every spell I attempted. Hand-me-down robes are merely embarrassing, hand-me-down spells can be dangerous.

When I grew up, I quickly realised that the help I had craved simply did not exist – and so I created the book you are holding now: the Book of Spells. I could not be prouder that this simple school textbook is now being used in schools for magic all over the world and has been translated into 72 languages including Gobbledygook and Mermish.

I also had a few special editions printed for my dear sisters, which unfortunately contained a few misprints that led to quite a few comical mishaps! But Romilda's

tail has vanished now and we're all friends again.

The Book of Spells will enable you to perform a range of basic and not-so-basic spells that will enhance, protect and enliven your life.

At the end of each chapter, you will find a CONUNDRUM, a little poem with a hidden message concerning those characteristics and habits that make witches and wizards truly great. Each conundrum tells the story of a witch or wizard who did not possess the necessary traits, and paid the price... (names have been changed to protect the inadequate).

The solution to all the conundrums can be found when you have mastered every spell in this book (but by that time, you may not need the solution at all).

Good luck, stay safe and make good magic!

*Miranda Goshawk*

# CHAPTER 1

**I**n this chapter we'll learn four spells ideal for developing your wand skills. Each new spell is sure to be useful throughout your wizarding career, whether you're making objects fly, or lighting your way in dark places.

## LEVITATION CHARM

The Levitation Charm is one of the first spells learnt by any young witch or wizard. With the charm a witch or wizard can make things fly with the flick of a wand. The charm is an excellent test of your magical skill, wand control and above all, patience.

The Levitation Charm was invented in 1544 by warlock Jarleth Hobart, who mistakenly believed that he had at last succeeded in doing what wizardkind had so far failed to do, and learnt to fly.

Hobart invited a large crowd of wizards, including the Chief Warlock of the Wizengamot, to witness his maiden flight. On the 16th of July 1544, Hobart climbed onto the roof of the local church and, after several speeches and a rousing performance of the

national anthem, leapt into mid-air.

At first, Hobart appeared to have succeeded. He hung in mid-air for nearly three minutes, until the crowd grew impatient to see him move somewhere. In response to their catcalls, Hobart began to perform vigorous swimming movements which had no effect. Mistakenly believing that he was being hampered by his heavy boots and robes, he took them off and tossed them away. Upon removal of these items, Hobart dropped ten feet, and it became painfully clear to those watching from below that, far from weighing him down, they had been helping to keep him airborne.

Infuriated by the increasing laughter of the onlookers, Hobart continued to strip, until finally, on removal of his underpants, he plummeted to the earth completely naked, breaking sixteen bones and earning himself a fine for what the Chief Warlock described as 'outrageous silliness'.

Humiliated, Hobart returned home and continued his work. He eventually realised that he had invented a spell that would lift objects into the air and could cause them to hover for varying lengths of time, depending on their weight, and the skill of the spellcaster. Small animals and even children might be levitated, but once airborne, they had no control over their direction of

movement.

Hobart consequently made a second announcement, and another, even larger crowd, assembled to watch his new demonstration, hoping for another hearty laugh at his expense.

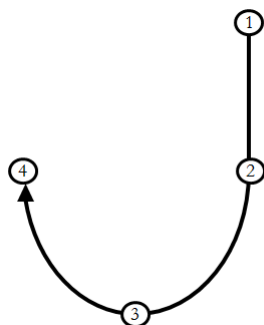
The new demonstration was initially much more successful than the first. Hobart showed the onlookers how he could lift a variety of objects ranging from small rocks all the way up to fallen trees. Unfortunately, the cheers of the crowd went to Hobart's head and he decided, for a finale, to Levitate the Chief's hat. It was only then that he, and indeed the crowd, realised that the Chief wore a wig. Hobart only survived the resulting duel by Levitating the Chief's robes over his head and running for it.

### *Incantation*

The magic words for the Levitation Charm are 'Wingardium Leviosa'. Be sure to make the 'gar' nice and long.

### *Gesture*

This spell is all in the wrist. Keep your wand hand loose and perform a nice, smooth swish and flick movement (see Fig. A).



*Fig. A*

### *Notes*

There are many variations of this spell – the Hover Charm, the Rocket Charm and the Floating Charm, to name but a few, but this remains the original and best.

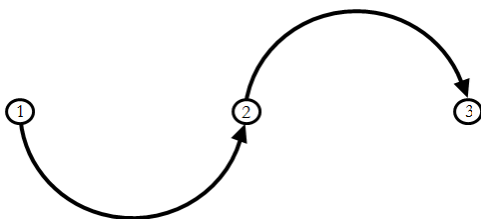
This charm ought not to be seen as a ‘joke’ spell. It can be most useful in duels and can lift physical obstacles, and can even Levitate small creatures (though this is likely to confuse any poor animal and is certainly not to be encouraged).

## WATER-MAKING SPELL

The Water-Making Spell conjures clean, drinkable water from the end of the wand. Thus, with the Water-Making Spell the trained wizard is never without a source of water, whether they're refilling their goblet at dinner, or managing a minor eyebrow fire after a carelessly-cast Fire-Making Spell.

### *Incantation*

The incantation for conjuring water is 'Aguamenti'. Be sure to say it clearly when casting the spell.



*Fig. B*

### *Gesture*

Casting Aguamenti requires a smooth wave movement from left to right with your wand (see Fig. B).

## UNLOCKING CHARM

There are many ways to pass through locked doors in the magical world (see the Fire-Making Spell, the Gouging Spell and the Reductor Curse), where you wish to enter or depart discreetly, however, the Unlocking Charm is your best friend.

The famous Unlocking Charm was introduced to Britain in the early 1600s by a wizard thief called Eldon Elsrickle, who had fled from Britain to Africa, hoping to escape punishment for a series of robberies.

Elsrickle sneaked back into the country, heavily disguised and possessed of two treasures. The first was a baby monster called a Nundu, a terrifying leopard-like creature which, when full-grown, could devour whole crowds of men in a single gulp. However, the cub could be subdued with a simple Stunning Spell, and Elsrickle intended to use it to guard his house when he was not there.

Elsrickle's second treasure was the charm that he had learnt from an ancient African sorcerer: 'Alohomora', otherwise known as the Unlocking Charm, or The Thief's Friend.

Elsrickle immediately resumed his career of villainy, and no house in London, whether Muggle or wizard-owned, was safe. Elsrickle was soon taking home



priceless jewels, paintings and antiques to the house which was occupied by his Nundu.

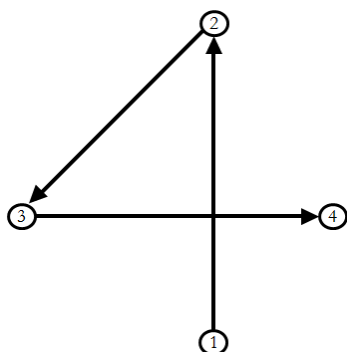
Soon, the Spectral Thief of Old London Town was making front page news in both the wizarding and Muggle worlds. Nobody could understand how the criminal was getting in and out of houses without breaking windows or using ladders.

Once in a while, Elsrickle would be surprised in the home of a fellow wizard. Whenever this happened, the cunning fellow offered to trade his fabulous new charm for his freedom. His deal was accepted so many times that soon there were a great number of so-called 'Spectral Thieves' operating in the capital.

Elsrickle was confident that he would never be burgled, however, because he made sure that everyone knew he owned an ever-growing Nundu. He put it to sleep each morning through the keyhole of his door, before entering the house, and woke it up in the same way when he left at night.

Then came the fateful day when Blagdon Blay, a wizard who had been burgled 19 times in two weeks, succeeded in inventing an Anti-Alohomora Charm. In a single night, the wizarding doors of London were sealed shut, and task-forces were dispatched to protect Muggle houses, too.

On the last day of his life, Elsrickle returned home after being unable to commit a single burglary all night. Tired, frustrated and angry, he completely forgot about putting his Nundu to sleep through the keyhole before he entered the house. The last word he ever spoke, before being pounced upon and eaten was ‘Alohomora’.



*Fig. C*

### *Incantation*

To unlock doors with just a wave of the wand, speak the incantation ‘Alohomora’.

### *Gesture*

The spell requires a nice, sharp wand movement. Start at the bottom and go up, then diagonally down and then across (see Fig. C).

### *Notes*

Prior to the discovery of the Unlocking Charm, the most popular charm for the purpose was ‘Portaberto!’ which usually splintered the lock from the door, and occasionally left a smoking hole where the key should have been. Even this was a substantial improvement over ‘Open Sesame!’, the previous most-popular spell, which saw doors wrenched from their hinges and torn into firewood.

## WAND-LIGHTING CHARM

This charm will light the end of your wand, providing illumination in darkness. The Wand-Lighting Charm is simple, but requires concentration. Take great care not to accidentally set your wand alight, as damage of this kind can be permanent. If in any doubt about your abilities you would do better to buy yourself a magic lantern.

### *Incantation*

The incantation to light one's wand is 'Lumos'.

### *Gesture*

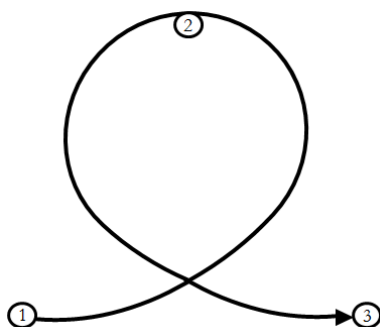
The gesture for Lumos is a nice, smooth upwards loop (see Fig. D).

### *Notes*

The discovery that wands themselves could be lit occurred relatively recently in wizarding history, at the end of the 18th century. Among those who claimed to have invented this revolutionary spell was the German warlock Garvin Lügner, who insisted that he had invented it as a side-effect of his discovery of Instant Darkness Powder. It transpired, however, that not only was Lügner lying about Lumos, his powder was only

useful for slightly dimming the lights.

The Wand-Lighting Charm was actually invented in 1772 by Levina Monkstanley. An accomplished witch working in the Department of Mysteries, Levina astonished her colleagues one day by lighting the tip of her wand to search for a dropped quill in a dusty corner. Prior to Levina's discovery, all manner of magical lanterns, candles and light-creation spells had been used with varying degrees of success, to penetrate darkness both natural and curse-related.



*Fig. D*

# CONUNDRUM 1

## The Tale of a Lazy Little Witch

*When little Isadora Rose  
(A sweet young witch – that button nose!)*

*Was bought a wand, she thought it grand;  
It shone so brightly in her hand!*

*'Now here's an end to all my woes!'  
The charming girl told friends and foes.*

*'I'll never, ever need to work!'  
(In truth, she'd always liked to shirk).*

*'If anybody makes me cross,  
My wand will show them who is boss,*

*And if they go and treat me worse  
I'll fix them with a single curse!*

*And everything I want I'll get  
With this, my darling little pet!*

*With that, she waved her brand new wand  
And turned her black hair brassy blonde.*

*But as the days and weeks went by  
That lazy girl refused to try*

*To master new spells; truth to tell  
She didn't do the old ones well:*

*Her hair turned blonde but then fell out  
Her curses never had much clout*

*Her wand began to wilt, poor thing,  
As boredom took away its zing.*

*And naturally she blamed the wand  
And threw it in the old duck pond*

*But you know better, you can see  
What caused her mediocrity.*

*What must you do, which she did not?  
What must you do, and do a lot?*

*Answer this, and do it loads  
Or I will turn you all to toads.*





## CHAPTER 2

**I**t's time to move on to more complex magic. In this chapter we will cover a range of challenging – and at times dangerous – new spells. Keep your wits about you in this chapter, and soon you'll master new magical skills, from revealing invisible ink, or conjuring flocks of birds from your wand, to the art of magical fire-making.

### **FIRE-MAKING SPELL**

From lighting a warm hearth to igniting a Christmas pudding, the Fire-Making Spell is always useful around the wizarding household.

Spectacular though it is, students are warned that irresponsible use of the Fire-Making Spell can have serious consequences.

Take one ill-fated performance of Malecrit's classic wizarding play 'Alas, I have Transfigured my Feet'. History does not record the names of the actors, which is perhaps for the best, since by halfway through the first act the audience had taken to throwing pumpkins.

Undeterred, the actor playing Crapaud began the

famous foot-transfiguration scene. By this time, the special effects wizard hidden under the stage was apparently as bored as the audience, and decided to replace the traditional puff of yellow smoke with a huge eruption of fire. The audience were suitably impressed, and their cheering only increased when the curtains caught alight, and the effects wizard began vainly trying to put out the flames, while dodging hexes from the play's Director.

With the rest of the cast fleeing in panic, the actor playing Crapaud took this as his moment to shine. Casting a Flame-Freezing Charm, he began the play's rousing final speech, protected from the fire now engulfing the stage. Unfortunately, his no doubt stirring delivery was lost in the confusion as the audience abandoned the theatre, and the ill-prepared effects wizard tried desperately to remember the Flame-Freezing Charm for himself.

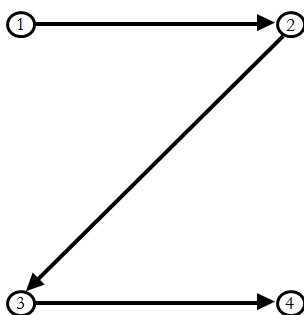
Show-off young students should take heed: cast your Fire-Making Spell with care.

### *Incantation*

The incantation to produce fire from your wand is 'Incendio'.

### *Gesture*

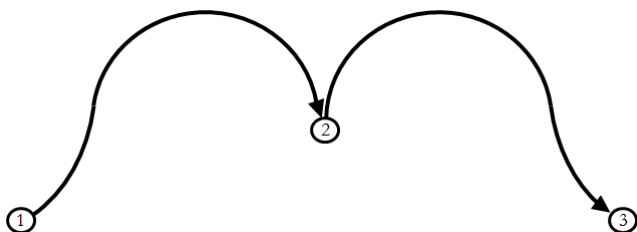
The Fire-Making Spell uses three movements: A straight line to the right, then diagonally down and left, then right again (see Fig. E).



*Fig. E*

## BIRD-CONJURING CHARM

The Bird-Conjuring Charm conjures a small flock of birds from the end of the wand. It is important to remember that your conjured creatures are not real animals. The more accomplished you become at the spells that create them, the more real the animals will appear, but you will be disappointed if you try to keep your creations as pets. They are mere phantoms of your own making.



*Fig. F*

### *Incantation*

To conjure birds from thin air, you must learn the correct incantation: ‘Avis’.

### *Gesture*

The Bird-Conjuring Charm calls for two smooth bumps from left to right with your wand (see Fig. F).

### *Notes*

Of course, creating any living creature out of thin air is immensely difficult. This spellbook is concerned with practical instruction, and not with theory; but your teacher will be able to explain the Principle of Artificianimate Quasi-Dominance, which will help you understand some of the many things that can go wrong when attempting to conjure animals from nothing. Severed heads, unidentifiable stumps, terrifying frog-rabbit mutations – all have been created, to the dismay of those who made them (and the horror of those who found them hidden under cushions).

However, for reasons that are still not fully understood (research continues in the Dept. of Mysteries in the Ministry of Magic) two categories of creature are much easier to create from nothing than any other: birds and snakes.

## REVEALING CHARM

The Revealing Charm will reveal invisible ink and messages hidden by magical means. This spell is able to overcome most basic concealment charms, so be warned: any plans for mischief hidden with invisible ink can easily be uncovered by wizarding parents and teachers alike.

Many magical researchers use invisible ink to hide their work from rivals, so the Revealing Charm is essential to serious scholars. Famed arithmancer Bridget Wenlock was so protective of her discoveries that she wrote exclusively in invisible ink, not to mention writing upside down, back-to-front and in atrocious handwriting.

Wenlock was famous for her absent-mindedness as well as her paranoia, and would often jot notes in invisible ink on scraps of paper before promptly losing them. She could frequently be seen retracting her steps through her hometown of Tinworth, attempting to use the Revealing Charm on every scrap of paper she came across in search of a lost arithmancy calculation.

Wenlock first scribbled down her ground-breaking theorem on the magical properties of the number seven at breakfast one day, apparently on the back of an envelope, using her usual invisible ink. She then

proceeded to send her cousin a letter, using what she later believed to be the very envelope concealing the theorem.

Soon realising her mistake, Wenlock seized her broom and managed to overtake the owl carrying the letter in mid-flight. The pair engaged in a fierce mid-air tussle as Wenlock tried to recover the envelope (Post office owls take mail-tampering very seriously and will refuse to give up their deliveries to anyone but the addressee).

After suffering several nips and scratches, Wenlock resorted to following the owl to her cousin's house in John O'Groats. But after finally retrieving the envelope from her bemused cousin, her Revealing Charm revealed nothing but a cake recipe which she had jotted down that morning. She later found the real calculation, scrawled on a sugar packet, still sitting on her kitchen table.

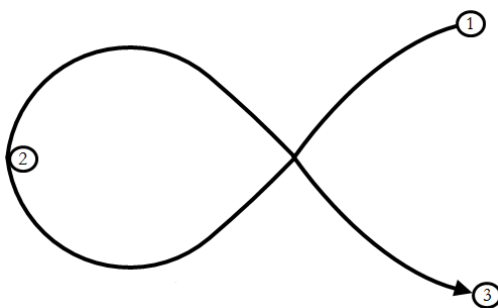
### *Incantation*

The incantation to magically reveal hidden writing or markings is 'Aparecium'.

### *Gesture*

The wand gesture for the Revealing Charm is a loop

and cross. Loop your wand from right to left and back again (see Fig. G).

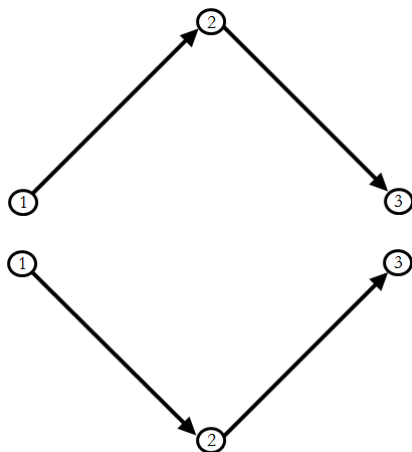


*Fig. G*



## ENGORGEMENT & SHRINKING CHARMS

These straightforward but surprisingly dangerous charms cause certain things to swell or shrink. You will be learning both charms together, so that you can always undo an over-enthusiastic cast. There is thus no excuse for having accidentally shrunk your homework down to microscopic size, or for allowing a giant toad to rampage through your school's flowerbeds.



*Fig. H*

### *Incantation*

The incantation to make things grow is ‘Engorgio’. To magically shrink things speak the incantation ‘Reducio’.

### *Gesture*

To make things swell, draw an arrow shape pointing up. Making things shrink uses a wand gesture pointing down (see Fig. H).

## CONUNDRUM 2

### The Sorry Story of Distractible Douglas

*His letter came from Hogwarts and, oh,  
Douglas was so pleased!  
He would have read the whole thing, but a boil needed squeezed.*

*He would have packed his trunk himself,  
but thought he'd seen a fly  
Doing loops and backwards flip-flops (it wasn't, but nice try).*

*He liked the thought of lessons, yes, but Douglas didn't see  
Why you had to pay attention and not try to jinx your knee*

*And tentacles were funny, in a tickly kind of way,  
So why the teachers roared at him, he really couldn't say.*

*It was 'pay attention, Douglas' every single place he went  
But Douglas didn't want to, and so letters home were sent*

*And his father wrote him strictly, saying:  
Douglas, now be warned!  
You must finish things you—'  
Douglas put the letter down and yawned.*

*Douglas liked to be distracted,  
because he found it much more fun  
His homework was abandoned  
and his spells and charms half done,*

*He never really noticed just how far he'd slipped behind  
But then someone dared poor Douglas to perform a jinx  
(not kind).*

*It went so badly wrong that it is nicer not to dwell  
On Dougie's second nose, or on the mess, or on the smell*

*And nobody could ever say how Douglas came to be  
Entrapped inside that drainpipe, with a teacup for a knee.*

*What was it that he didn't want to do, the silly lad?  
Answer me, and do it, and you'll make your teachers glad.*



## CHAPTER 3

**S**uperb wand skills, a talent for incantations or a flair for potions – all these are nothing if you cannot apply yourself. This chapter contains spells allowing you to magically mend, to vanish messes and most importantly, to protect yourself. Persevere with these new spells until you know them back-to-front (but remember that actually saying spells back-to-front can have quite unpleasant consequences).

### GOUGING SPELL

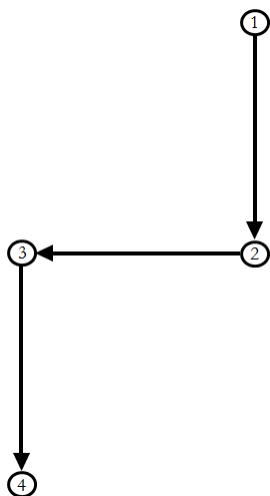
The Gouging Spell enables a witch or wizard to carve through earth and stone with ease. From budding Herbologists digging for Snargaluff seedlings to treasure-hunting curse breakers uncovering ancient wizard tombs, the Gouging Spell makes all manner of heavy labour a matter of pointing a wand.

#### *Incantation*

Cast the Gouging Spell with the incantation ‘Defodio’.

### *Gesture*

To cast the Gouging Spell, move your wand straight down, then left, then down again (see Fig. I).



*Fig. I*

## DOUBLING CHARM

The Doubling Charm (or Gemino Curse, as it is often known) was famously discovered by twin witches: Helixa and Syna Hyslop. After this somewhat eccentric and reclusive pair died, relatives realised the mansion in which they had lived all their lives contained identical copies of literally everything inside, down to the pair of handwritten instructions for the spell left side by side on matching kitchen tables.

The Doubling Charm has caused trouble from its discovery. Many disputes have arisen around the question of whether a copy created by the Gemino Curse is of equal value to its pair. As the two are identical at first it is impossible to know, although the copy usually rots or tarnishes much more quickly.

One unfortunate quirk of this spell, which has never been successfully overcome, is that nobody can halt it but the original spell-caster. If, for whatever reason, he or she is interrupted, the object will continue to multiply for hours or even days until the copies start to degrade.

## MENDING CHARM

The Mending Charm will repair broken objects with a flick of the wand. Accidents do happen, so it is essential to know how to mend our errors. However, clumsier students should remember that mastery of this charm is no substitute for learning not to break things in the first place.

Many repairing and mending charms have been used over the centuries, but the most effective and powerful was invented by Orabella Nuttley in the eighteenth century.

A lowly clerk in the Ministry of Magic, Improper Use of Magic Department, Orabella's extreme shyness had hampered her in her career. Mousey, almost mute in meetings, and becoming extremely flustered when spoken to, Orabella was given the most mundane tasks at the office, such as filing, dusting and cleaning out the department owls.

At home, however, Orabella spent all her free time experimenting with spells, attempting to improve and strengthen the charms of her youth. A freak chance led to the revelation of Orabella's hidden talents.

In 1754, two of Europe's most celebrated broom fliers – sworn enemies Torquil MacTavish, of Scotland, and Silvio Astolfi, of Italy – agreed to a public broom



race from Aberdeen to Rome. The contest would take place overnight, to avoid the attention of Muggles, and representatives of the governments of both men would gather at the finishing line for what looked likely to be a spectacular contest. Orabella was invited along to oversee the luggage and arrange the Portkeys.

The climax of the race was just as exciting as foreseen, but not for the reasons predicted.

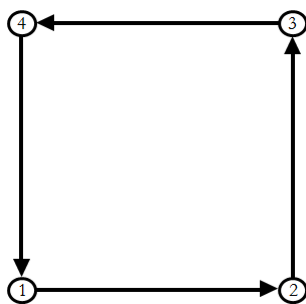
At close to daybreak, Astolfi and MacTavish appeared over the horizon, heading towards the Coliseum. It was at this point that a fight broke out among excitable supporters of both wizards. Precisely what happened is hotly contested to this day, but a large explosion ensued, and when the smoke cleared, Silvio Astolfi had been turned into a chicken, Torquil MacTavish's knees were on back to front, and the Coliseum lay in ruins.

For a few horrific minutes, it appeared that the assembled crowd had witnessed the greatest breach of the International Statute of Secrecy ever known. Not only were they at a loss to know how to repair such massive damage, but the sound of the explosion had already woken half of Rome.

It was then that Orabella Nuttley came quietly forwards and, with a few waves of her wand,

reconstructed several columns with the use of her own Repairing Charm. Stunned at its efficacy, the governmental Ministers begged her to teach them how to use the new spell, and by the time the first anxious Muggles had dressed and rushed to the scene, they found nothing but the Coliseum in exactly the state they had last seen it, and a few oddly dressed men trying to soothe a distressed chicken.

Orabella received the Order of Merlin, First Class, and her Mending Charm has been in widespread use ever since.



*Fig. J*

### *Incantation*

The incantation for the Mending Charm is ‘Reparo’.

### *Gesture*

To cast *Reparo*, move your wand in a square, beginning from the bottom left (see Fig. J).

### *Notes*

This simple repairing charm will work on most materials, although certain kinds of damage (caused by rare and powerful curses) are immune to its effects.

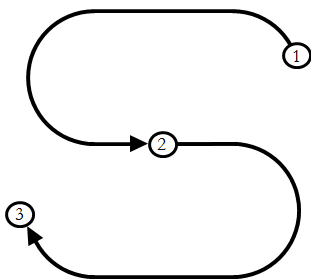
Please note that the Mending Charm must NEVER be used on humans or animals. Extreme scarring may result from attempts to heal wounds with this spell, which is suitable only for inanimate objects.

## SCOURING CHARM

From pumpkin juice stains to gobbets of frog guts to baked-on dragon dung, a good Scouring Charm will vanish them all.

### *Incantation*

To vanish unsightly messes with the wave of a wand, use the incantation ‘Scourgify’.



*Fig. K*

### *Gesture*

The wand movement for Scourgify is a smooth, sinuous motion, like a letter ‘S’ (see Fig. K).

### *Notes*

If you were brought up in a wizarding family with House-Elves, then you may feel that using your magic to clean up after yourself is in some way beneath you. But rest assured, the first time you need to get a Stinksap stain out of a school tie without your House-Elf there to help you, you will be grateful you learnt the Scouring Charm.

## BAT-BOGEY HEX

I must confess to a particular fondness for this spell, as it is my own creation. Controversial though it may be to include jinxes in a school text book, I maintain that attacking spells of a mild nature, such as this, remove the temptation for young students to seek out and practise much more dangerous curses to settle school-yard fights.

As I explain in my foreword to this book, I grew up in a very large family, and as the youngest member it was sometimes difficult to put my point across effectively. However, when a person's bogies turn into black bats, which crawl out of their nostrils and flap away, you can generally count on them shutting up long enough to let you talk, for a change.

I credit my mastery of this hex for persuading my sister Diadema to give back the clothes she had borrowed from me, for reminding my sister Romilda to keep out of my room when I wanted piece, and for helping my sister Tangwystl to be quiet when I was trying to do my homework.

## SHIELD CHARM

The most basic of duelling spells, the Shield Charm protects the caster from most offensive spells.

This spell is little use without quick reflexes to match, and the best way to learn is to practise deflecting real hexes. After all, being struck with a Twitchy-Ears Hex or Jelly-Legs Jinx has a wonderful way of focusing the mind on learning to defend itself.

There are many different protective spells, but for everyday use, this is the most reliable. Its most famous use was in 1484, during a Jousting Tournament in the village of Poppleton, England.

Poppleton was overlooked by a castle owned by the Earl of Paunchley. The Earl was a tyrannical bully who made the lives of villagers miserable. He doled out dreadful punishments for the slightest misdeeds: children caught eating an apple fallen from one of his trees would be beaten, young women who did not curtsy low enough when he passed were forced into service at the castle, men who complained, or stood up to the Earl, had been dragged away and never seen again.

One day, the Earl held a jousting tournament in the grounds of his castle, which was to be attended by nobles from miles around. He let it be known that the

whole village was to come and watch and cheer him on against the other competitors, and that no excuse would be accepted.

An hour before the competition started, a young boy called Edmund Gaddlegate, whom the Earl had instructed to put up banners and pennants, fell out of a tall tree in the castle grounds and broke his leg. His mother sent word that Edmund would not be able to attend the competition, and put him to bed.

Four burly servants of the Earl appeared at her door shortly afterwards and dragged her and her son up to the castle. Here, the Earl informed her that, as punishment for her rudeness, she would watch while her son was tied to a horse and forced to compete against him and the various Knights who had assembled to compete. However, when the other competitors saw that the Earl expected them to fight a small, injured boy, they left the tournament in disgust.

Humiliated and furious, the cruel Earl announced that if nobody else would do it, he would fight Edmund himself.

It was at this point that a witch in the crowd – one Hannah Cackleford – decided that the time had come to teach the Earl a lesson. As he galloped flat out towards the boy, with his spear pointing at Edmund's



chest, she cast the strongest Shield Charm of her life between the Earl and Edmund. The Earl and his horse slammed into Hannah's invisible Shield and were knocked backwards; the horse landed on the Earl, who was squashed flat inside his armour.

For several glorious moments, the crowd believed that the Earl was dead. Their disappointment was great when he began to move again, but turned to joy almost at once: when the Earl regained consciousness, and forever afterwards, he believed that he was a donkey called Hairy Cyril.

Hannah Cockleford, stepping in to protect innocent Muggles; a real role model for any young witch or wizard.



*Fig. L*

### *Incantation*

The incantation for the Shield Charm is 'Protego'.  
Learn to say it quickly and clearly.

### *Gesture*

The wand movement to cast the Shield Charm is a short upwards move (see Fig. L).

## CONUNDRUM 3

### The Ballad of Angry Angus McMangus

*Oh, Angus McMangus, you should have been great!  
With talents aplenty – success on a plate!*

*We all thought you'd garner great grades quite securely –  
But Angus McMangus, your spells turned out poorly.*

*I first heard you roar on the day we did Charms  
Your shouting put everyone into alarms*

*'I can't – it's a joke – this whole class is a flop.'  
Your fist crashing down made experiments stop.*

*Again and again, with just ten minutes gone  
Of each class you would blow up – 'no, everything's wrong!*

*I can't be expected to work in this way!  
And you'd throw half-made jiggers and potions away.*

*'Calmly!' said teachers, and 'just give it time!'  
But Angus McMangus thinks waiting's a crime.*

*If he can't do it straight away, or double-quick,  
He'll snatch up his wand and – crack – one broken stick.*

*'It ought to be done now!' 'I've tried once already!'  
In vain did your teachers cry, 'Steady, now, steady!'*

*So Angus McMangus, it's you I must blame  
It's all your own fault that you didn't win fame.*

*Now answer me, students, what did Angus lack?  
What didn't he do, which will keep YOU on track?*



## CHAPTER 4

In this chapter we will learn spells which – used wisely – will give you an edge over other wizards. Keep your wandwork sharp and you'll soon pick up new skills, from stopping enemies in their tracks with a jinx to magically Summoning objects.

You'll have to be crafty as well as clever if you want to find the next conundrum and find out what makes good wizards into great ones.

### SUMMONING CHARM

The Summoning Charm is one of the oldest and one of the most useful you will ever learn. The charm allows wizards to bring objects zooming towards them with the wave of a wand.

Most magical objects are now sold carrying anti-theft devices that will prevent them being Summoned by any but their owner.

The Summoning Charm might seem a very straightforward spell, but its dangers were proven by a band of extremist anti-Muggle wizards, who announced, in 1743, that they had declared war on

‘Muggle ways and Muggle behaviour.’ Calling themselves the ‘Accionites,’ their stated aim was to live in a manner ‘beyond the petty concerns of Muggles.’ Their leader was a wizard called Gideon Flatworthy, whom the Daily Prophet famously called ‘less a wizard, more a stupid, lazy walrus-like object who lies all day on a rather smelly cushion, and expects people to admire him for it.’

Gideon Flatworthy decreed that the Accionites, as their names suggested, ought never to fetch, lift or carry, ‘for wizards are not, like lowly Muggles, beasts of burden, but nobler, finer and higher beings’ and that everything they required ought to be Summoned by magic.

Unfortunately, the Accionites ran into trouble almost immediately. Refusing to do anything as mundane and energetic as visit Gringotts Bank, they swiftly ran out of money.

Flatworthy did not believe in working, and declared that the only dignified thing to do was to ‘Accio’ more gold. This he attempted to do by pointing his wand in the direction of a nearby goblin workshop. In one sense, his plan worked. Several exquisite pieces of goblin jewellery (as yet unfinished, so without anti-theft

charms upon them) came soaring in through the windows of the Accionites' headquarters.

The idiotic Flatworthy was still trying to fathom how he might sell his stolen treasures without leaving his cushion, when a horde of angry goblin goldsmiths arrived on the doorstep, armed with swords and baying for the Accionites' blood. Flatworthy and his companions Disapparated at once, and re-established themselves in a dark basement.

Aware that they were still being hunted down by fearsome goblins, and growing both hungry and thirsty, Flatworthy attempted to summon both food and drink to their basement lair. Naturally, the sight of cakes and wine flying along the streets towards the Accionites' hideout immediately alerted their goblin pursuers to their whereabouts, and they were forced to Disapparate again, this time to a remote cave in Pembrokeshire.

By this time, most of the Accionites were becoming disillusioned by Flatworthy's leadership, and most of them decided that they would rather lower themselves to do some Muggle-like things like shopping, working and carrying groceries, rather than starve in a cave.

Finally, Flatworthy found himself alone, light-headed with hunger, cold and miserable but still refusing to admit that he was wrong.

Experts still debate what precisely led to his final, foolish act. Most agree that he had probably become delirious through lack of food, although some think that he was determined to die as he had lived. All we know is that, on the eighteenth of September, 1743, Flatworthy attempted to Summon himself an entire farm complete with livestock, cosy cottage and well-stocked larder. Naturally, the buildings would not shift, but the furious farmer followed his flying cows to the cave on the hill, and discovered Flatworthy, still lying on his cushions, but crushed to death beneath a pile of hay bales and cattle.

### *Incantation*

To Summon an object, picture the object clearly in your mind and say ‘Accio’.

### *Gesture*

To Summon an object, make a bump from right to left with your wand (see Fig. M).

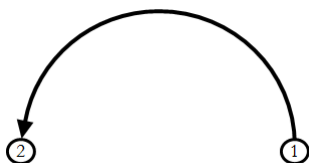
### *Notes*

Once you have mastered this charm, you have the ability to Summon any object of which you have need (providing, of course, that you respect the International



Statute of Wizing Secrety, since no object should be Summoned if it is likely to whizz under the nose of a Muggle).

The Summoning Charm is ineffective on most living creatures, and those that can be Summoned are rarely worth Summoning (such as Flobberworms).



*Fig. M*

## SEVERING CHARM

With the Severing Charm, cutting or tearing objects is a simple matter of wand control. The spell can be quite precise in skilled hands, and the Severing Charm is widely used in a variety of wizarding trades.

Useful as it is, this charm should be practised with caution, as a careless swipe of the wand can easily cause injury.

The Severing Charm was created in the fifteenth century by wizarding seamstress Delfina Crimp, who created it as an easy and convenient way of cutting cloth and thread. Prior to the invention of this neat, precise spell, wizards were apt to burn or shred anything they wished to cut. However, while Madam Crimp's invention benefited her work, it nearly cost her her life.

Witches and wizards were subject to persecution in the fifteenth century, so Madam Crimp, who had become one of the most fashionable dressmakers in London, preferred to pretend that she had no magical powers. Unfortunately, the great beauty of her dresses and cloaks aroused considerable envy among other tailors, many of whom were convinced that she knew some secret that they did not. Even the ugliest women

seemed to look beautiful in her clothes, and she grew richer and more successful every day.

A rival Muggle tailor, by the name of Snickerton, disguised himself and applied for a post in Madam Crimp's shop. After several weeks, he could find no evidence of magic except for the fact that there were no scissors in Madam Crimp's workroom. At last, by wrapping himself up in a bolt of velvet and keeping watch by night, he observed Madam Crimp cutting out an intricate pattern with the use of her wand.

The following day Snickerton led a band of men to arrest the accused witch. Cornered at her shop, she was unable to explain why she owned no scissors. Snickerton insisted that her hands should be tightly bound to stop her cursing them all and set about searching for the wand he swore he had seen her using. After several hours, however, he had found nothing suspicious, and his friends were starting to doubt him.

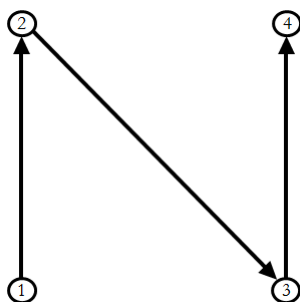
At last, Madam Crimp asked whether she might at least be unbound to scratch her chin, on which there was a large wart. Unable to see the harm in this, her foolish accusers agreed.

The moment Madam Crimp touched the wart, it sprang out of her face, revealing itself as her concealed wand. She promptly Disapparated along with a large

bag of gold, and was never seen in London again.

However, from that moment onwards, Snickerton the tailor was unable to produce any item of clothing, no matter how securely he locked it up overnight, without finding it shredded to ribbons every morning. Legend has it that he died insane, convinced that he was being followed everywhere by a giant pair of invisible scissors.

The lesson here being, never come between a skilled witch and her livelihood...



*Fig. N*

### *Incantation*

The incantation for the Severing Charm is 'Diffindo'.  
Use it with care!

### *Gesture*

The Severing Charm requires a jagged, cutting motion with the wand. Go up, then slash down and right, then up again (see Fig. N).

## IMPEDIMENT JINX

Swift use of this jinx can freeze an attacker for a few moments, or stop a magical beast in its tracks. The jinx is a vital part of any duellist's arsenal.

Being frozen with the jinx does no permanent harm, though if you're caught in an awkward position it can become quite uncomfortable.

### *Incantation*

The incantation to freeze your enemies is 'Impedimenta'!



*Fig. O*

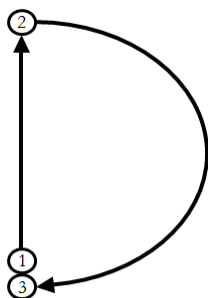
### *Gesture*

To freeze your enemies, perform a straight slash to the left. Handy in the heat of battle (see Fig. O).

## HARDENING CHARM

The Hardening Charm will turn an object into solid stone. This can be surprisingly handy in a tight spot.

Of course, most students only ever seem to use this spell to sabotage their fellow students' schoolbags, or to turn a pumpkin pasty to stone just before someone bites into it. It is unwise to try this unworthy trick on any of your teachers.



*Fig. P*

### *Incantation*

Cast the Hardening Charm with the incantation 'Duro'.

### *Gesture*

To cast Duro first start at the bottom and go straight up, then curve round and down (see Fig. P).

## CONUNDRUM 4

### The Rhyme of Gormless Morgan

*There was a young wizard called Morgan  
Whose boss said: 'Go capture the Gorgon!  
'The creature's so vile  
'That it might take a while,  
'Use your brain! It's a most useful organ.'*

*The Gorgon was fearsome and clever  
(Two things that poor Morgan was never).  
By staring alone  
She could turn men to stone  
So they'd have to be statues forever.*

*Morg's friends told him: 'Think out a plan, first!'  
But of all things, he hated to think worst.  
'Don't make such a fuss  
I'll just take a truss  
And trap her before I can be cursed!'*

*He tried sneaking up from behind her,  
But here is a little reminder:  
The mirror was made  
As a rear-viewing aid  
Thus the Gorgon watched Morgan come find her.*



*They stared in the glass, fiend and Morgan  
Four eyes met (of man and of Gorgon):  
With no time to moan  
Morg was turned into stone  
And he never came back; he was forgone.*

*What was the Gorgon, which Morgan was not?  
What traits did she have (while he was a clot)?  
What ought you to be, if you would survive?  
What qualities help you in staying alive?*



## CHAPTER 5

**T**his final chapter covers powerful duelling spells. There are those who believe that magical duelling should not be taught to young witches and wizards. However, it is an unfortunate fact that the wizarding world is a dangerous place.

The spells in this chapter will allow you to counter some of the dangers you might face, allowing you to destroy obstacles and Disarm hostile wizards, and finally, you will learn a powerful protective charm which will require all of the magical skill you have learnt so far.

You're close now to proving yourself an accomplished witch or wizard in your own right. Steady nerves will see you through.

### DISARMING CHARM

The Disarming Charm will cause an opponent's wand, or in fact any item that they are holding, to fly out of their hand.

Historians disagree about the origins of this Charm. Some claim that it was invented by Merlin himself,

others that it was in widespread use in Madagascar as early as the eleventh century.

In the opinion of the author of this book, the most likely originator of the Disarming Charm was a young witch called Elizabeth Smudgling, who entered a duelling contest on Dartmoor in 1379. Contestants had come from all over Europe to compete in the contest, which was held at night, far away from curious Muggles.

According to contemporary accounts, the duelling was of a standard that few had ever seen before, and finally only four competitors remained: three wizards, and the English witch, Elizabeth Smudgling.

The judges of the competition – warlocks and sorcerers of several nations – made speeches to the final four contestants before the last three duels were to start. ‘Think big!’ they cried. ‘Think bigger than you have ever thought before! Let us see, this night, magic on such a scale that future generations will envy us for having witnessed such greatness!’

The first semi-finalists then moved out in front of the crowd. Mindful of the advice to think big, the first wizard transformed himself on the spot into a bull, and charged the second, who it seemed would be killed; but thinking quickly, he changed himself into a viper, which

bit the bull on the leg and sent it crashing to the ground in agony.

The second wizard then took on the third. He caused a great storm cloud to descend from the sky, and his opponent was drenched in icy rain and forced to dodge lightning bolts, until he had the clever idea of summoning a powerful cyclone, which blew away the storm, but took with it the judges, and most of the crowd and many trees.

It took a few hours for everyone to reassemble. Everyone was now a little afraid of what the third wizard might do for an encore, and the judges earnestly tried to dissuade Elizabeth Smudgling from fighting him, and told her it might be easier if they simply awarded him the cup without anybody else getting hurt. Elizabeth, however, refused.

On the count of three, the wizard opened his mouth wide to utter a long and complex incantation that would (if he had finished it) have caused a mountain to erupt out of the earth and collapse on Elizabeth's head. The only problem was that she had already said a quiet 'Expelliarmus', and removed at once the source of all his power.

Elizabeth was awarded the title of Supreme Dueller, and the Disarming Charm at once became one of the

most important in any dueller's armoury.

### *Incantation*

The incantation for the Disarming Charm is 'Expelliarmus'. Speak it clearly, and use it wisely.

### *Gesture*

The wand movement to disarm is a quick, straight wand move to the right, ideal for reacting quickly in a battle (see Fig. Q).



*Fig. Q*

### *Notes*

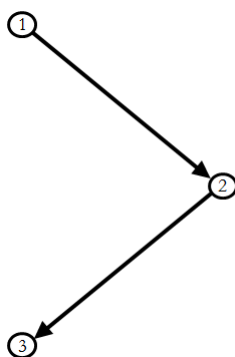
The Disarming Charm is central to formal wizard duelling, where Disarming one's opponent is considered an honourable victory.

Unfortunately, real duels are rarely honourable. Hostile or Dark wizards will certainly use every unfair tactic against you (and this is to say nothing of your fellow students).

# REDUCTOR CURSE

With this powerful curse, skilled wizards can easily reduce obstacles to pieces.

For obvious reasons great care must be exercised when learning and practising this spell, lest you find yourself sweeping up in detention, for it is all too easy to bring your classroom ceiling crashing down, or to reduce your teacher's desk to a fine mist.



*Fig. R*

## *Incantation*

The incantation 'Reducto' will give you the power to blast solid objects out of your path.

*Gesture*

The Reductor Curse requires two sharp slashes downwards; to the right, then to the left (see Fig. R).



# STUNNING SPELL

The Stunning Spell is invaluable in duelling, knocking out anyone it strikes.

The spell is commonly used by dragon-handlers and other magizoologists to handle dangerous creatures, and by the Aurors, Dark wizard-hunters for the Ministry of Magic.

## *Incantation*

The incantation ‘Stupefy’ gives you the power to Stun your opponent. Use it responsibly.



*Fig. S*

## *Gesture*

The Stunning Spell is a sharp slash directly downwards with the wand (see Fig. S).

## PATRONUS CHARM

This ancient and mysterious charm conjures a magical guardian, a projection of all your most positive feelings.

The Patronus Charm is difficult, and many witches and wizards are unable to produce a full, corporeal Patronus, a guardian which generally takes the shape of the animal with whom they share the deepest affinity.

You may suspect, but you will never truly know what form your Patronus will take until you succeed in conjuring it. The strange power of the Patronus, and its peculiar qualities, are well illustrated by the ancient story of a shy, poor orphan boy called Illyius, whose Patronus went down in wizarding history.

Illyius lived long ago in a mountain village, which was surrounded by a dense forest in which a Dark wizard called Racgidian lived in a black castle guarded by Dementors. These evil, faceless, hooded creatures, which cast fear and despondency all around them, such the very souls from humans whom they succeed in weakening.

For many years, Racgidian left the villagers, who were fellow witches and wizards, in peace, and they avoided the part of the forest where his castle was situated. Knowing that Dementors roamed the forest, they took care to teach every new generation the

Patronus Charm, the only spell that worked against these evil creatures. Many were unable to master the difficult spell, but there had always been just enough Patronuses in the village to stand guard against the Dementors, in case Racgidian ordered an attack.

When Illyius turned seventeen, the village elders taught him, and his fellow young wizards, the spell. Illyius, who was shy and tongue-tied, succeeded in producing a Patronus, but to his shame, it took the form of a mouse. Everyone roared with laughter, because they had never seen such a small, weak Patronus, and the elders advised the boy never to use the spell again.

Shortly afterwards, a beautiful young village girl called Eliana, whom Illyius had always been too shy to talk to, caught the eye of Racgidian as she collected berries in the forest. Racgidian had decided that she would make him an excellent wife.

Racgidian sent a demand to Eliana's parents, who refused to let her marry him. Racgidian then threatened the whole village, saying that he would lay siege to it, and allow his Dementors to destroy all of them, unless they sent Eliana to him. The village elders met, and agreed to resist.

Eliana was sent to hide in the tiny shack where

Illyius lived alone, and he was told to stay there and keep her company, because his Patronus was too weak and feeble to help.

Wave upon wave of Dementors now attacked the village. At first, the villagers' lines of Patronuses (bears, and wolves, and wild boar) held firm, but gradually the sheer numbers of Dementors began to overwhelm them. Slowly the Patronuses grew weak and faint, and the witches and wizards casting them either collapsed where they stood, or ran for their lives.

'Do something!' Eliana implored Illyius.

So he cast his Patronus, and the mouse shone like a star as it darted nimbly through the fleeing crowds. Its light was so powerful that, in spite of its tiny size, the Dementors were halted.

Furious that something so small should thwart him, Racgidian now joined the ranks of the Dementors himself. Forgetting that only the pure of heart can produce a Patronus, he tried to cast a guardian that would shield him from Illyius's mouse.

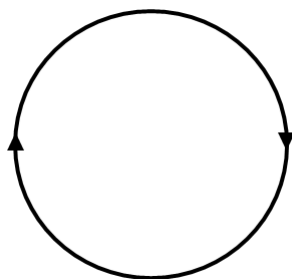
Only now was it discovered, for the first time, what happens when an unworthy but skilful wizard attempts the Patronus Charm. Maggots gushed from the end of Racgidian's wand. They crawled all over him, hiding him from sight, and before the villagers' horrified eyes,

he was devoured.

Illyius was acclaimed as a hero, married Eliana and lived happily ever after, and from that time on, there was no more highly-prized or admired Patronus in that village that the deft and nimble mouse.

### *Incantation*

‘Expecto Patronum’. A powerful incantation, but meaningless without great positive feeling behind it.



*Fig. T*

### *Gesture*

To conjure a full, corporeal Patronus, focus your mind as hard as you can on a single happy memory. Choose a memory and hold it in your mind as you cast the spell.

Move your wand in a circle (see Fig. T). The Patronus Charm will take focus and determination to master.

### *Notes*

When performed correctly the Patronus Charm gives the caster protection beyond any Shield Charm, and enables them to resist even the terrible power of creatures like Dementors.

It is clear from ancient woodcuts and scrolls that the Patronus Charm has been in existence since earliest times. Many attempts have been made over the centuries to find an easier way to produce a Patronus, or some similar shield against Dark magic, but none have been successful. If you seek the best protection magic can afford against evil creatures, your only choice is to perfect the Patronus Charm.

Wizards and witches famous for their unusual Patronuses include Hedley Fleetwood (Woolly Mammoth: extinct Patronuses are exceptionally rare), Andros the Invincible, the only wizard known to produce a Patronus the size of a giant, and Symposia Rawle (Ladybird: in spite of its miniscule size, this Patronus was exceptionally powerful).

## CONUNDRUM 5

### The Miserable Ode of Quivering Quintus

*I never saw a wizard quite the same  
As Quintus Harcourt Ballyfumble Stranger  
As famous for his most unusual name  
As for the speed with which he fled from danger.*

*A bang, a flash, a grunt: each sudden noise  
Would make him vanish, hide or run at speed.  
He soon became a joke among the boys  
For which among us likes a feeble weed?*

*'There's nothing wrong with nerves, when trouble starts,'  
Quin's father told him kindly, 'we all know  
The quaking of our simple human hearts  
The feeling that our legs have turned to dough!'*

*'Yet feelings such as these, though very normal  
Can still be overcome, Quin, don't lose hope!'  
But Quintus said, his manner cold and formal:  
'I wish you wouldn't treat me like a dope.*

*'Why should I stand and fight when safety calls?  
What's more important than to save my neck?  
If others wish to duel, I think them fools,  
I have no wish to end a broken wreck.'*

*So all the use his wand got, year on year,  
Was shielding Quintus-Of-The-Silly-Name,  
Until one day the wand came over queer  
And wouldn't work (I think it died of shame).*

*The moral's clear: what quality  
Is worth more than timidity?  
And without what are wizards lame,  
Their spell-work poor, their magic tame?*





# AFTERWORD

So did you guess, my faithful friend,  
Who's worked so hard, from start to end,

What would have saved the dreadful five  
Whose stories you have heard described?

Yes, PRACTICE, every single day  
Will pave the gifted wizard's way

To greater skill (but Izzy Rose  
Was lazy, as her failure shows).

Now WIT and CONCENTRATION are  
Essential if you would go far:

Naught but distraction rots your brain  
(As seen by Douglas, in the drain).

No greatness comes without HARD WORK  
(Which Angus didn't like, the berk)

And PATIENCE too, which will not quit  
(As Angus did, the silly git).

When faced with monsters, fanged or furred,  
No, CUNNING's not a dirty word!

If you'd avoid poor Morgan's end  
Then SHREWDNESS is your truest friend.

Above all: BRAVERY in danger  
(Sorely lacked by Quintus Stranger)

Will lift you high in our esteem  
We all want DARING on our team.

Each habit, trait and quality  
Which I've described so pithily

Is quite essential, if you wish  
To be the best you can: now swish!

And flick! And wave! Pronounce the spell!  
And make your magic work so well

That onlookers will rub their eyes:  
Our admiration is your prize!



MIRANDA GOSHAWK'S BOOK OF SPELLS

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